Fireball

CV	*Type*	*Duration*
5+	Range	Inst.

Effect

Fireball is a magic missile with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+.

1. Apprentice Spell

Cascading Fire-Cloak

CV	*Type*	*Duration*
5+	Range	Inst.

Effect

Remains in play. Cascading Fire-Cloak is an augment spell cast upon the Wizard and his unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits.

2. Adept Spell

Flaming Sword of Rhuin

CV	*Type*	*Duration*
8+	Range	Inst.

Effect

Flaming Sword of Rhuin is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48".
If he does so, the casting value is increased to 11+.

3. Adept Spell

The Burning Head

CV	*Type*	*Duration*
10+	Range	Inst.

Effect

The Burning Head is a direct damage spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from the Burning Head must take a Panic test. The Wizard can choose to extend the Burning Head's 'bounce' to 36". If he does so, the casting value is increased to 13+.

4. Adept Spell

Piercing Bolts of Burning

CV	*Type*	*Duration*
10+	Range	Inst.

Effect

Piercing Bolts of Burning is a magic missile with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. Master Spell

Fullminating Flame Cage

CV	*Type*	*Duration*
11+	Range	Inst.

Effect

Fulminating Flame Cage is a hex spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, Fulminating Flame Cage automatically ceases at the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 14+.

6. Master Spell

Flame Storm

CV	*Type*	*Duration*
13+	Range	Inst.

Effect

Flame Storm is a direct damage spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit. The Wizard can choose to create a larger conflagration, using the large template rather than the small template. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6".


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